Technical Report
COMP1100 Assignment 3

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Word-count beyond cover page at ≤ 1500 words

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1 Introduction

The program detailed herein is an implementation of a few AI's for solving the game Fanorona with complimentary unit tests.

2 Documentation

2.1 Design Documentation and Technical Decisions

Greedy AI defin

Minimax consists of t

Alpha-Beta pruner

2.2 Program Design / Structure

2.3 Assumptions

3 Testing

Unit tests

Performance tests

4 Reflection

4.1 Design Choices

4.2 Reflection